SPY VS. SPY®

AVANTAGE™

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MISSION OBJECTIVE

Your mission is to escape the embassy. Top secret briefcase in hand. It is important to remember that all else is but a mere distraction. Before time runs out, you must manage to find, fill, and keep the briefcase; locate the only exit and board your place with all of the following: Passport, travelling Money, the Key and the secret Plans.

Both players start with equal time to travel the maze, collect required objects, search for the briefcase and exit the embassy before their plane takes off.

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MAD®
MAGAZINE'S OFFICIAL

SPY vs SPY

Created by Antonio Prohias, the agents in Black & White first appeared in **MAD**® magazine in 1960. The antics of these agents of absurdity have been enjoyed by millions in paperback as well since 1972.

Avantage is proud (they told us we had to say that) to introduce the first official **SPY vs. SPY** computer game.

Put on your mess-pionage disguise and get ready for some MAD-cap action. The ultimate action/strategy game, **SPY vs SPY** introduces two new computer game features.

SIMULVISION™ utilizes a revolutionary split-screen display depicting both players' activities simultaneously! Even while playing alone against the computer, you get to see what the other wise-SPY is up to.

SIMULPLAY™ lets both players play . . . you guessed it! Simultaneously. No more need to wait your turn as you travel throughout a selectable, yet randomly generated maze of interconnecting rooms. While setting and defusing booby-traps, engaging in hand-to-hand combat, searching for the Top Secret briefcase (guess it's not secret anymore) and looking for the only way out, you must collect your passport, secret plans, money and a key in order to escape from the foreign embassy before your plane takes off without you. Like Alfred E. Neuman says, "If you don't succeed at first . . . SPY, SPY again."

SYSTEM REQUIREMENTS:

Commodore 64
One Commodore 64 computer.
One Commodore 1541 disk drive.
One Commodore or Commodore compatible joystick.
Optional: a second Commodore 64 Joystick (for two player mode).

Apple II Series
One Apple II or Apple II compatible computer with 48K ram.
One Apple II or Apple II compatible disk drive.
Optional: One or two Apple II compatible joysticks.

Atari
One Atari 400/800, 600/800/1200 Series XL with 48K RAM.
One Atari or Atari compatible disk drive.
One Atari or Atari compatible joystick.
Optional: a second Atari compatible joystick (for two player mode).

NOTE: If you do not own a joystick please see "KEYS and their function" (page 4).

LOADING INSTRUCTIONS:

Commodore 64
Remove any cartridges.
Turn on disk drive. Wait for the busy light to go off.
Turn on computer. Insert disk correctly. Close disk drive door. Type **LOAD "*"**, 8, 1 Then press return.

Atari 400/800
Remove BASIC or any cartridges in computer.
Turn disk drive on. Wait for busy light to go out
Insert diskette correctly. Close disk drive door.
Now turn the computer on and the program will automatically load and run.

Atari 600/800/1200XL Series
Turn disk drive on. Wait for busy light to go out.
Insert diskette correctly. Close disk drive door.
While holding **OPTION** key down.
Now turn the computer on and the program will automatically load and run.

Apple II Series
With computer turned off, Insert the disk correctly. Close disk drive door. Now turn the computer on and the program will automatically load and run.

GAME OPTIONS

When SPY vs SPY has finished loading into your computer, you will be presented with the OPTION screen.

Located inside the top room you will be able to select and modify the following options:

1. Number of players.
2. Difficulty level.
3. 'Intelligence Quotient' of the computer (one player version only).
4. Airport exit revealed or hidden until the end.

STARTING

With your **JOYSTICK** or appropriate keys, Move your cursor, up or down, to any of the options.
By moving your joystick right or left you can select one or two player mode, difficulty level, and I.Q. of the computer (only available in one player mode.)
Once your selections have been made, the **SPACEBAR** or **JOYSTICK** button will begin the game.

CONTROLS

MOVEMENT

The rooms that you are in are 3 dimensional. Pushing the **JOYSTICK** forward will move you towards the rear of the room. Pulling the **JOYSTICK** back will bring you towards the front. Moving the **JOYSTICK** right or left will move you right or left. If you move from room to room, you will notice that a Movement Status Indicator bar (located below your room) is scrolling from right to left and being updated with each new room that you have entered. These symbols can show you how to go back to where you've come from. For example, if you move one room to the right and two rooms back, you will see, reading from right to left, two "down" arrows and one "left" arrow. To find your way back, follow the arrows reading from right to left. As you move, your Movement Indicator will scroll from left to right, deleting each arrow until you return to the room in which you started. See "Bread Crumbs".

OBJECT MANIPULATION

First, move within range of any object (you will hear a short tone and see a flash). Then press the **JOYSTICK** button. Any object found within a room can be opened or lifted and may reveal one of the hidden items you are looking for. If you're not so lucky, it will activate a BOOBY TRAP, blowing you to smithereens . . . .

OPENING DOORS

Again, move within a range of any closed door. Press the **JOYSTICK** button and the door will open.

KEYS AND THEIR FUNCTIONS

In the one player mode, either the Apple or Atari versions can be played using only the keyboard.

FOR THE APPLE or ATARI

In Hand-to-Hand combat, use the **K, L, A,** and **Z** Keys to move the arm with the club: in, out, up, or down, while depressing the **CONTROL** Key.

KEY	USE
K	Move left
L	Move right
A	Move back or up
Z	Move forward or down
Q	Access Trapulator
S	Press once to stop the music, again to turn it on.
SPACE BAR	Press to open or close a door, pick up or drop on object. Select or activate a booby trap. Start game.
ESCAPE	To pause game play

FOR THE APPLE ONLY

SPACE BAR	Press once to stop Spy's movement, again to drop an object.
CONTROL and **R** together	Return to Option Screen
CONTROL and **RESET** together	Re-boot the program

FOR THE ATARI ONLY

OPTION	Return to Option Screen
RESET	Re-boot the program

FOR THE COMMODORE 64

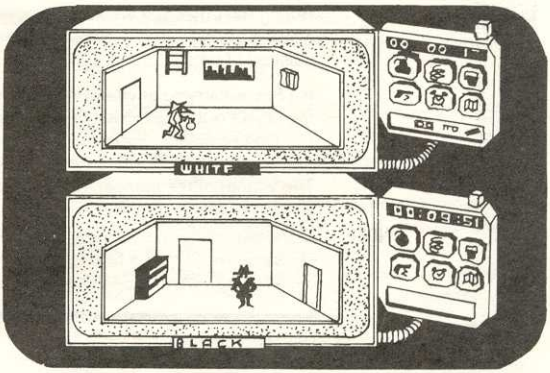
A joystick is required. However, some of the keys are used as follows:

f5	Return to Option Screen
RUN/STOP	To pause game play
S	Press once to turn music off, again to turn it on.
SPACE BAR	Press to start game.

GAME ELEMENTS

SIMULVISION

The unique, split-screen layout can be seen in the illustration below. The top half monitors the actions of the White Spy, the bottom half depicts the Black Spy (either player 2 or the computer). The activities of both Spies are revealed to both players in the rooms shown on the left side of the screen. The right side is reserved for the **Trapulator**™ and its six icons. (See page 9)



SIMULPLAY

With the clock running at all times, we didn't think it was fair to make players wait to take turns. So, voila! Simulplay. Since both Spies' activities take place out in the open, the challenge becomes watching and remembering what the other Spy does while you go about your business. Simulplay allows players to engage in club-to-club combat, place booby-traps, chase each other and generally get in the way.

HAND-TO-HAND COMBAT

The combat mode exists only when both Spies are in the same room. SIMULVISION ends, and the Spy that entered the common room appears on the same screen as the Spy that was already there. Both Spies have the options of attacking, leaving, or avoiding the other Spy.

In the combat mode, Spies cannot search objects, or use the **Trapulator** (no map or traps). Doors, however, still work, and so do any traps that might be connected to them. If Spies are not within range of any object when pushing the **JOYSTICK BUTTON**,

they will wield clubs with which they can hit the other Spy on the head or jab him in the stomach. To smash him on the head, the button is held down while the **JOYSTICK** is moved from the Up position to the Down position (swing the club downward). To jab, move the **JOYSTICK** from left to right (or right to left, depending on which way the Spy is facing). When the **JOYSTICK BUTTON** is first pushed down, the Spy will automatically face his opponent, regardless of which way he was facing or moving. To move your Spy during combat, release the button and move as normal.

Hitting the other Spy weakens him, and about 7 solid blows are needed to "Kill" him. However, Spies will recover strength over a period of time.

If a Spy is carrying anything when he enters a common room, the object is lost or hidden in the common room, depending on the type of object. Traps and remedies are lost, while inventory items and the briefcase are hidden somewhere in the room. The winner of the combat sequence can search the object out, and either regain or gain possession.

NOTE: At the beginning of each new game, both Spies will start out in the same room only a few steps from each other. Soooo, don't become the victim of SAP-otage . . . keep your guard up.

TIME

Both players start with equal time to travel the maze, collect required objects, search for the briefcase and exit the embassy before their plane takes off. However, there are several time penalties. You lose time when you set a booby-trap. When setting a trap, you will hear several beeps. This will tell you that the trap was properly set and it reminds you to watch your Trapulator, which will be deducting the appropriate time.

However, if you are the victim of a booby-trap or the loser in hand-to-hand combat the clock will continue to count down even though you are 'unconscious'. These losses of time can never be regained. When time is about to run out the red button on top of the TRAPULATOR will flash and sound it's warning.

Both players can never run out of time at the same time. Therefore, one player will outlive the other. The surviving player will continue his search for the briefcase, required objects and the exit. If you are playing against the computer and the computer has time remaining, you can abort the mission by pressing **(f 5)** on the C-64, **OPTION** key on the Atari and **CONTROL & R** on the Apple. Even after your Spy's demise, the traps he has set remain. The game is by no means over just because one player's time has run out.

To stop the game or pause, press the **RUN/STOP** key on the Commodore or **ESCAPE** key on both the Atari and Apple computers.

BOOBY-TRAPS (see Trap & Remedy Chart)

As players move through the maze of rooms, they may select any of the five booby-traps. The booby-trap arsenal contains: Bombs, Springs, Buckets of Water, Guns with Strings tied to the Triggers and Time Bombs. **The Time Bomb needn't be hidden.** In fact, it is activated immediately and is the **only booby-trap that cannot be carried or neutralized!** The Gun with a String and the Bucket of Water can only be attached to a closed door. All other traps may be placed behind or in anything found in any room.

Spies can carry traps in and out of rooms, placing them where they wish when they are ready. Booby-traps are depicted in black, while the remedies are shown in color.

TO PLACE AND SET A TRAP

1. Press the **JOYSTICK** button . . . TWICE! You have just accessed the TRAPULATOR. Observe the large arrow.
2. Move the large arrow about the TRAPULATOR using the **JOYSTICK** or **KEYBOARD** arrows.
3. Position the arrow over the booby-trap of your choice.
4. Press the **JOYSTICK** or if you are using the keyboard, the **SPACEBAR.** The booby-trap is now held by your Spy.
5. Position the SPY in front of the hiding place you have selected.
6. Watch for a brief flash in your Spy's room. This flash indicates the Spy is properly positioned.
7. Press the **JOYSTICK/SPACEBAR.** The booby-trap will disappear* and you will hear the short 'beeps'. These indicate that the trap has been set AND that time is being deducted from the time remaining before your flight leaves.

***NOTE:** In the case of the Gun with a String trap, only the gun will no longer be visible. As you move your Spy about the room, the string will stretch and follow the Spy. Position him in front of a closed door, watch for the flash, press the Joystick/Spacebar and the trap is set.

Once a trap has been set, EITHER Spy can set it off! A Time Bomb will go off in 15 seconds once selected. Any Spy(s) in the room at the time of detonation will be zapped. Unlike other traps, the Time Bomb is not set off by the searching of the Spies. Listen carefully for them. They come in handy if you are being chased. The unfortunate Spy will lose 7 seconds of actual time. Also, 20 seconds will be deducted from his game time, for a total penalty of 27 gaming seconds. The other player will be awarded points for each trap set off by the opposition. If the boobytrappee had been in possesion of the briefcase, the other Spy can use this time to attempt to locate the victim and grab the briefcase.

To add insult to injury, when a player sets off a trap, he gets zapped while the other Spy laughs hysterically.

REMEDIES (See Trap & Remedy Chart)

Except for the Time Bomb, each of the traps has a disarming remedy hidden throughout the maze. Each type of remedy is always hidden in the same type of location. For example, the scissors are used to disarm the Gun with a String. Scissors are only found in the First Aid kits hanging on the back walls. As with traps, remedies can be picked up and carried from room to room. Spies can NOT carry more than one thing at a time **except** inside the briefcase.

BOOBY-TRAPS & REMEDIES

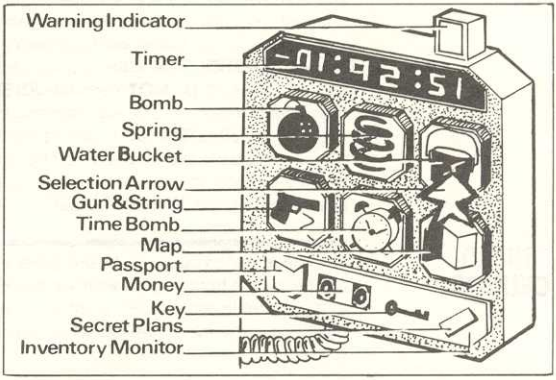
TRAP	SYMBOL	USEABLE	REMEDY	SYMBOL	LOCATION
Bomb		Everywhere EXCEPT with door	Water Bucket		Red Fire Box on Left Wall
Spring		Everywhere EXCEPT with door	Wire Cutters		White Tool Box on Right Wall
Water Bucket (electrication)		Door ONLY	Umbrella		Coat Rack
Gun with a String		Door ONLY	Scissors		First Aid Kit on Back wall
Time Bomb		ANYWHERE	None!	N/A	N/A

TRAPULATOR

Located to the right of each of the rooms is a calculator-like, state of the art, Trapulator. It serves four basic functions. You can use it to SELECT BOOBY-TRAPS; pinpoint your LOCATION, gauge your TIME remaining and check INVENTORY.

Across the top of the Trapulator is a digital clock which indicates the time left until your plane takes off (with or without you)! Below the clock are 6 buttons. On the first 5, selectable booby-traps are indicated. However, the sixth button in the lower right-hand corner calls up a map of the embassy you have broken into.

The map will appear in the room that your Spy is occupying. The room your Spy is in will be the one blinking on and off. Rooms filled in with a color indicate that your Spy has been in that room at least once. Any required inventory items are represented by a dot. The map does NOT tell you what item or how many are in a particular room, just that something you are looking for is there. Finally, the Trapulator displays items you have successfully collected as you ready your escape. It also indicates if an item has been taken from you. The item will now appear on the opposition's Trapulator. Across the bottom, left to right, should be your passport, money, key and the secret plans. The map does NOT show the location of the other Spy, nor does it reveal anything about the other floor of the embassy (if there is one).



INVENTORY

Your mission being to escape the embassy, Top Secret briefcase in hand, it is important to remember that all else is but a mere distraction. Before time runs out you must manage to find, fill, and keep the briefcase, locate the only exit and board your plane with ALL of the following: PASSPORT, traveling MONEY, the KEY and the secret PLANS.

It is helpful to know that these items are never found in any of the remedy locations. Use the briefcase to hold all these items. Carry them with you or hide them. There is only one of each in any game. Protect the briefcase at all costs. If an item is found and you do not posses the briefcase your spy will be carrying a white satchel and the item contained will be flashing on the Trapulator.

EXIT

There is only one way out of each embassy building. The exit door is marked. You can NOT leave without all of the required inventory. The airport security guard will see to that!

SPLIT LEVEL EMBASSIES

Some of the embassy buildings are two stories high. Your Spy can climb from floor to floor by using the ladders. Holes in the floors are often hidden by carpets. Use the **JOYSTICK** or **SPACEBAR** to cover/uncover such an opening. Use the **JOYSTICK** or **KEYBOARD** to move up or down.

LADDERS AND RUGS

If you enter a room with a ladder, you can activate it by moving within range and pressing the **JOYSTICK** button. Pressing the **JOYSTICK** button once will lower the ladder to ground level, enabling you to move your spy up the ladder to the upper floor. If you do not push your spy up the ladder but push the **JOYSTICK** button a second time, the ladder will raise back up. To climb up or down, tap your **JOYSTICK** once in the appropriate direction. The Spy will move by himself. Do **NOT** keep the **JOYSTICK** forward or back. If you enter a room with a rug, standing within range of the rug, pressing the **JOYSTICK** button will lift the rug and reveal a hole. Move your player over the hole and he will climb down the ladder to a lower floor. You can cover a hole by standing near it and again pressing the **JOYSTICK** button.

"BREAD CRUMBS"

You can re-trace your steps by using the small character indicators just below the front edge of your room. These guides (not available in the higher levels) actually point the way back to where you have just come from! The indicators and their meanings are as follows:

> Take the door on the RIGHT to go back one room

< Take the door on the LEFT to go back one room

↓ Take the door in the FRONT of the room to go back one room

↑ Take the door in the BACK of the room to go back one room

◯ Go DOWN the hole in the floor to go back one room

Go UP the ladder to go back one room

As many as 9 consecutive rooms can be thus remembered & indicated.

SCORING

Points are awarded or deducted for the following:

+80 winning at Hand to Hand
−20 losing at Hand to Hand
+30 for placing a Booby Trap
−80 for being the victim of a trap or airport security guard's boot
+60 only for stealing other player's inventory item
−70 calling up the help MAP
+40 using a remedy successfully

RANKING

At the conclusion of each game, players will be awarded the title or rank they have earned. Bonus points and time penalties are calculated by the computer.

CREDITS

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